

GAME BOY ADVANCE

AGB-AM8E-USA

MONSTER FORCE™



INSTRUCTION BOOKLET

UNIVERSAL
INTERACTIVE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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MONSTER FORCE™

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Getting Started

Insert the **Monster Force** Game Pak into the Game Boy® Advance and turn on the system. Press START, once the Title Screen has appeared, to access the Main Menu. There you will have four choices: New Game, Continue Game, Multiplayer and Options. Select New Game to begin playing **Monster Force**. Choose Continue Game if you have a previously saved game. Choose Multiplayer to battle head-to-head with a friend. Options will allow you to adjust music and sound effects, as well as view the game credits.



Controls



Start Game/Pause/Return to Game
Highlight Menu Selection

Confirm Selection
Return to Previous

START
**Control Pad: Up ▲,
Down ▼, Left ▲, Right ▶**
A Button
B Button



Game Controls

All Playable Characters

Move Control Pad

Pause/Un-pause START

Dash A Button while moving

Normal Shot. B Button

Force Combo Shot B Button held down

Triple Shot
B Button three times in quick
succession (Sound effect
indicates a successful shot)

Cycle Through Tool Inventory . . . L Button

Use Tool Inventory Item. R Button

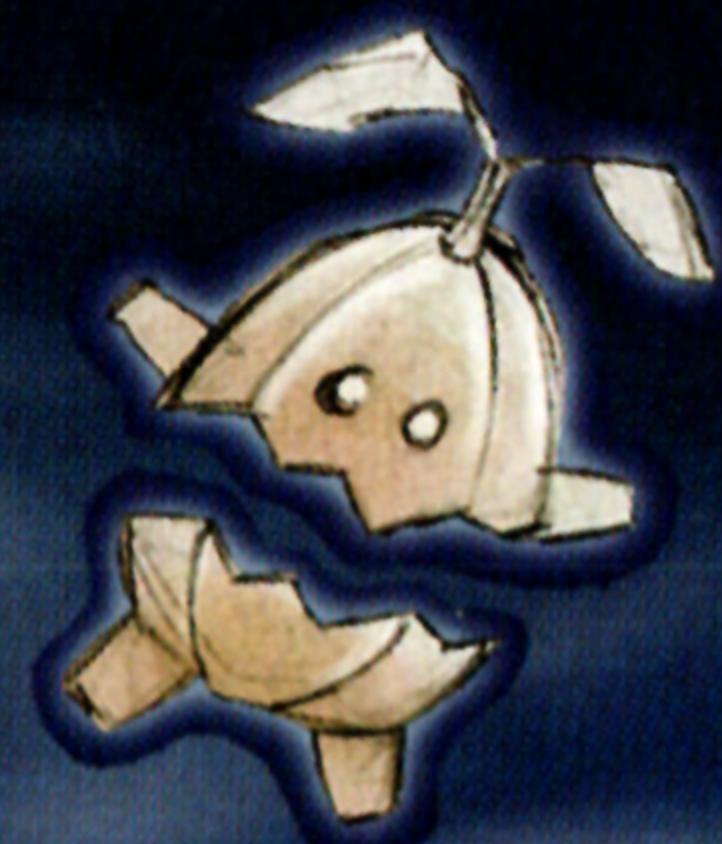
Drop Relic/Tool Inventory Item . . . SELECT

Welcome to Monsterland



Once there were two brothers who belonged to a great scientific family, the family Frankenstein. As they grew older, both brothers, Percy and Victor, experimented with the creation of life. They were successful in their attempts and brought much honor to the family name. But the familial pride quickly turned to dismay when their creations started scaring the neighbors. With their creations now dubbed "monsters," the well-meaning scientists decided to retreat to a new land where mobs and torches would not bother them, and so Monsterland was born.

The brothers Frankenstein used their scientific genius to shape Monsterland into a vast world, where other misfit creatures soon came to dwell. The brothers each had a lab, and the labs were located on opposite sides of this world. The older brother, Victor Frankenstein, was loved by his creations, and his favorites were three young monsters, Frank, Drac and Wolfie. Though not really of the scientific mindset, they became his lab assistants.





One night, Victor was working alone in his lab. He had sent his three young apprentices home, but was so excited about his newest experiment that he couldn't stop until he'd finished. Startled by a noise, Victor whirled around to find...

The apprentices awaken to a very different Monsterland than they remembered. Suddenly, there are strange pumpkin creatures everywhere, and they're not very friendly. They rush to the lab, but Dr. Frankenstein is nowhere to be found, and there is evidence of a struggle. With these little clues, Frank, Drac and Wolfie vow to find their creator. Their best plan is to travel to Dr. Percy's castle and see if he can help.

Finding Dr. Frankenstein

The road to Dr. Percy's castle, which used to be peaceful, is now dangerous. Pumpkins and evil creatures are everywhere. Our heroes must battle their way through the seemingly endless armies. Besides that, Monsterland has never been very easy to navigate. Most lands are absolute mazes with all sorts of obstacles blocking the path.



Zones and Trial Levels

Monsterland is divided into nine Zones, each featuring its own monster culture. Each Zone is made up of three stages. The first two are your normal get-to-the-end-in-one-piece levels, but the last stage features a particular skill test that you will need to meet in order to succeed in the level. Failing the Trial will not keep you from proceeding to the next stage, but you will not receive a ranking (for more on rankings, see page 12).



Skill Tests

The Trial stages within the Zones feature multiple Skill Tests. These are secondary tasks that challenge you to go through the level in a particular way, such as defeating 100% of the enemies. By succeeding in the Skill Tests, players earn atom bonuses.



Igor and the Message Screen

Igor, an old friend of the Frankenstein family, runs the local Store. He is also worried about Dr. Victor, so he offers all the help he can to the young heroes through messages and advice. When you encounter something new, the Message Screen will appear and Igor will give an explanation to help you.

Shots



Each monster has three different shots he must master for battle. Many enemies are vulnerable to only one kind of shot. The first shot is the **Normal Shot** (B Button). This is the least powerful attack and will only damage the first enemy it hits. Most enemies can be destroyed eventually by a Normal Shot, but they will not leave any goodies behind.



The next shot is the **Force Combo** (B Button held), a more powerful attack. The Force Combo will damage all the enemies in its path. Using the Force Combo to destroy enemies will cause them to leave atoms behind. The more enemies you destroy with one Force Combo Shot, the higher the value of atoms each successive enemy will leave behind.



The final shot is the **Triple Shot** (B Button in quick succession), the most powerful attack. A Triple Shot is achieved when you fire twice more immediately after releasing a Normal Shot. The two shots are increasingly more powerful. A sound effect will let you know when you've done it correctly.

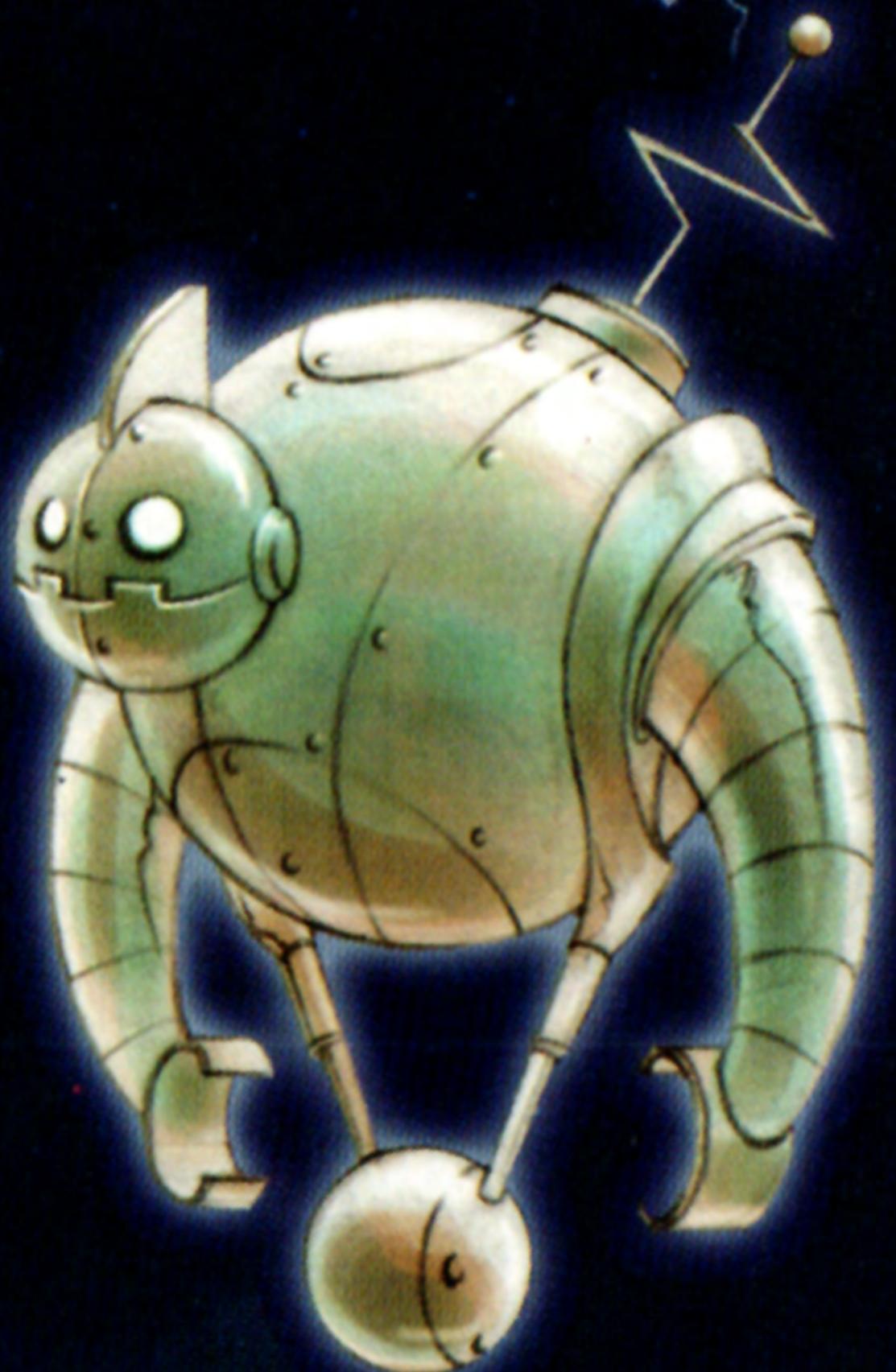


Ranking

At the end of every level, you will be given an atom ranking and bonuses based on certain factors achieved in the level. The atom ranking is based on the number of atoms collected through the level. You also receive atom bonuses for Time and Perfect performances. The Time Bonus is given if the level is completed within a certain amount of time, and a Perfect Bonus is received if the level is completed without taking a hit. Ranking is an important aspect of the game—who knows what will happen when a perfect ranking is achieved?

Atoms and Stores

The currency of Monsterland is bits of energy called atoms. Atoms can be found in pumpkins or dropped by enemies. You want to collect as many atoms in a level as possible to achieve a higher ranking, but you can also buy very valuable Power-ups in the Store between levels. The Store is run by Igor, who has a good stock of items. Igor sometimes gets rare items that are more powerful, but be prepared to pay.



Stats and Power-ups



As our three heroes make their journey, their skills can be developed. Shot strength and Health Points can be increased with Power-ups found in the Store. These Relics increase your stats as long as you have them. They are stored in the Relics Inventory. Each monster can carry four Relic Power-ups. Customize your monsters' abilities as you like. If you want to store a new, more powerful Relic but your four slots

are full, simply access the Relics Inventory in the Pause Menu, or while you are in the store, and choose one that you want to get rid of. Pressing SELECT will drop that item allowing you to pick up the new one.



Other Power-ups that can be used in battle are stored separately in the monster's Tool Inventory. Some Power-ups, such as Bombs (shown at left) which damage all the enemies on screen, can be used only once.

Certain Power-ups, like Invincibility, are granted for a limited time. The last type of Power-up is the Scroll. Scrolls are very rare or expensive as they permanently increase a character's Force Combo Shot Power, Normal Shot Power or their Maximum Health Points. The Tool item in hand is displayed in the bottom left corner of the screen. Press the R Button to use that item. Press the L Button to cycle to the next item. An item can be used only if it is displayed. If you are unsure of what a Power-up does, check the Pause Screen for a brief description. You can also drop unwanted Tool items by pressing SELECT either in the Pause screen or in-game.



Tools

All Tools are color coded to indicate their level. Level 1 is red, Level 2 is blue and Level 3 is green. Many Tools are time-based, so the different levels equal different time periods. Obviously a Level 3 Tool will last longer than a Level 1 Tool. The black-colored Tools provide a permanent or maximum enhancement to your stats.



Health is used to restore your monster's Health Points. Health comes in all four levels.



Bombs damage nearby enemies in varying degrees, depending on their level.



Invincibility makes the monster invulnerable for a limited amount of time.



The Magnet Shot allows you to collect out-of-reach atoms with your **FORCE COMBO** shot.



A Double Shot will make your **FORCE COMBO** shoot in two directions, one in front and one in back.



A Three-Way Shot causes your **FORCE COMBO** shot to shoot in three directions.



Medicine will cure your monster of any status effects, such as Slow or Atom Drain.



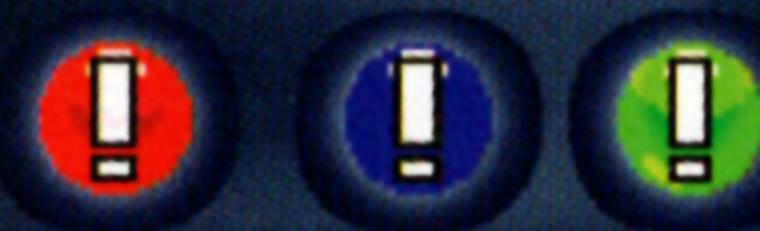
The X-Ray Shot will allow your **FORCE COMBO** to pass through solid walls.



The Reflect Shot will cause your **FORCE COMBO** to bounce off solid walls.



The Leech Shot will allow your **FORCE COMBO** to steal Health Points from your enemies to restore your own.



Drain Shots will make your **FORCE COMBO** more powerful by draining your atoms, health, or both, depending on the level.



The Doom Shot will make your **FORCE COMBO** so powerful it will destroy enemies in one shot. Unfortunately, it doesn't work on Shadow Creatures or Bosses.



A Decoy is an exact copy of your monster that attracts all surrounding enemies to it. Use it to distract your enemies and destroy them from a safe distance.



Mystery Rings need to be used to find out what they contain. Mystery Rings also come in Gauntlet and Amulet levels.



Scrolls are Tools that affect the abilities of your monster permanently. There are three types of Scrolls: One to raise your Health Points, one to make your Normal Shot more powerful and one to increase the power of your Force Combo.

Relics

Relics come in varying degrees of power. Red indicates a Ring level. Blue is a Gauntlet, which is more powerful. Green symbolizes the most powerful relic, the Amulet. Relics will only have an effect on your monster's abilities as long as they are held in the monster's Relic Inventory. Once you get rid of a Relic, you lose its power.



Armor Relics increase your monster's Health Points.



Attack Relics make your monster's Normal Shot more powerful.



Force Relics raise the power of your Force Combo.



Luck Relics increase the chance that enemies will drop higher values of atoms while you hold this item.



The Reanimator is a one-use Relic, that, if held in your inventory, will bring you back to life if you die.

Characters



Drac

One of Frank's best friends, this vampire, with his dramatic gestures, is definitely caught up in how cool he is. Fortunately, Frank and Wolfie are there to keep his head from getting too big. Drac is the most well-rounded of the three heroes.

Frank



Wolfie



The third in the group of young friends, Wolfie is scrappy and a bit hyper. His wolf abilities allow him to run faster than his friends, but he is the weakest member of the group.

This powerful young monster spends his days hanging out with his two best friends, Drac and Wolfie. Frank is stronger than his friends, but is also the slowest of the three.

Dr. Victor Frankenstein

His scientific genius has done much for Monsterland, and he is beloved by all his creations. His mysterious disappearance has set his young apprentices off on their quest.



Dr. Percy Frankenstein

The young monsters hope that Percy, the younger brother of Victor, can help them find their creator.

Enemies

Strange pumpkin creatures now cover Monsterland, and other unfriendly creatures have also appeared. Some of these enemies can be destroyed only by a certain type of shot. Experiment to find out which one works. If the creature cannot be damaged by that type of shot, the attack will bounce off harmlessly.

Some enemies' attacks can affect your status, such as paralyzing your shooting power or reversing your controls.

When this happens, a small bubble will appear over your monster until the effect wears off.



The Pause Screen

The Pause Screen will show you quite a bit of information about your character:

- Number of atoms
- The percentage of Health Points your character has out of the maximum
- The percentage of Force Attack your character has out of the maximum
- The percentage of Normal attack your character has out of its maximum
- Play time
- Power-ups and their descriptions
- Press Control Pad Up ▲, or Down ▼ to switch between the Relic Inventory and Tool Inventory.



Multiblayer

The good Dr. Victor has been creating some interesting items that are a little volatile. Unfortunately, his apprentices don't seem to appreciate the danger. They have actually taken



these items and made their own game using them. Dr. Victor keeps trying to hide these items away from the Monsters, but whenever he turns around, they've got them again.

Players can battle it out in nine new arenas, one in each Zone. The arenas are unlocked by playing through the single-player mode. The controls are the same as in the single-player mode but new Power-ups are available to use against your opponent. The player who wins the most matches out of a set number wins the game.

How to Link

In order to play the multiplayer mode of *Monster Force*, each player will need a Game Boy® Advance system, a *Monster Force* Game Pak, and one Game Boy® Advance Game Link® cable to link the two systems. Making sure that both systems are turned off, insert the *Monster Force* Game Paks, one in each Game Pak slot. Then connect the Game Link® cables, inserting the cables into the External Extension Connectors (EXT). The system with the purple end of the cable is the master system. Turn on each Game Boy® Advance. Players then choose Multiplayer on the Title screen and press START. Players will choose their monsters, and the master system player will choose the arena.

Saving and Loading

To load a saved game, choose Continue Game from the Main Menu screen. Then select your game from the three save slots. You will begin your game from the beginning of the last stage where you saved.

You will have the option to save after successfully completing a level. If you die while playing the level, you can choose to continue playing or to quit the game. If you choose to continue, you will return to the Level Select Screen to begin the level over. If you would like to start a new game but the three save slots are full, you can erase a saved game by choosing the slot and pressing SELECT. You can also simply overwrite any file.

Like the Game So Far?

Then log on to www.monsterforce.com now and check out some cool things that Frank, Wolfie and Drac and their friends are up to:

- Screenshots
- Browser Skins
- Desktop Wallpapers
- Downloads
- Tips and Tricks
- Screensavers

AND TONS MORE!!

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